

CRASH TIME: 2026-09-16 22:21:26

Skyrim SSE v1.6.1170

CrashLoggerSSE v1-25-0-0 Aug 21 2026 09:19:20

Unhandled exception "EXCEPTION_ACCESS_VIOLATION" at 0x7FF6FD833398
SkyrimSE.exe+01D3398 movzx eax, byte ptr [rcx+0x1A]

Exception Flags: 0x00000000 (Continuable)

Number of Parameters: 2

Exception Thread ID: 11440

Access Violation: Tried to read memory at 0x000000009E42

ACCESS VIOLATION ANALYSIS:

Instruction: movzx eax, byte ptr [rcx+0x1A]

Memory Operand: [base=rcx, index=none, scale=0, disp=+0x1a]

Base Register: rcx = 0x0000000000009E28 (likely invalid)

Computed Address: 0x0000000000009E42

POSSIBLE RELEVANT OBJECTS:

RAX: (PlayerCharacter*) "Bjorn" [0x00000014] ("CBTS- Captured By the Thalmor-Southrange Gaol.esp")

RDX: (BGSSKeyword*) [0xFE04C001] ("ConstellationsNewSkills.esp")

RSP+1B0: (BGSEntryPointPerkEntry*)

RSP+268: (PlayerCharacter*) "Bjorn" [0x00000014] ("CBTS- Captured By the Thalmor- Southrange Gaol.esp")

RSP+2B0: (`anonymous namespace':HandleEntryPointVisitor*)

RSP+420: (ActorValueInfo*) "Block" [0x0000044F] ("Vokrii - Minimalistic Perks of Skyrim.esp") "Block"

RSP+620: (Character*) "Spriggan Earth Mother" [0x0002C79E] ("Skyrim.esm")

RSP+7A8: (BGSAAttackData*)

RSP+C00: (BSTCommonScrapHeapMessageQueue<BSPackedTask>*)

RSP+D00: (hkbStateMachine*) "Root"

RSP+D30: (hkbBehaviorGraph*) "SprigganBehavior.hkb"

RSP+E30: (BSJobs::JobThread*)

PROCESS INFO:

Process ID: 15720

Crash Thread ID: 11440

Process Uptime: 00:06:45 (405111ms)

Working Directory: E:\SteamLibrary\steamapps\common\Skyrim Special Edition

Command Line: "E:\SteamLibrary\steamapps\common\Skyrim Special Edition\SkyrimSE.exe"

Executable MD5: 7a44a52dfc92d78f934c4d12ed92f494

Executable Size: 37157144 bytes

Executable Modified: 2026-08-27 22:25:28

Elevated: No

THREAD CONTEXT (HEURISTIC):

Thread Priority: 0

Likely Role: Unknown (main or worker thread)

SYSTEM SPECS:

OS: Microsoft Windows 10 Home v10.0.19045

CPU: GenuineIntel Intel(R) Core(TM) i7-7700K CPU @ 4.20GHz

CPU Cores: 8 logical, 4 physical, 1 packages

GPU #1: Nvidia GP104 [GeForce GTX 1070 Ti]

GPU #2: Nvidia GP104 [GeForce GTX 1070 Ti]

GPU #3: Microsoft Basic Render Driver

PHYSICAL MEMORY: 35.45 GB/63.94 GB

VIRTUAL MEMORY: 14.86 GB/131072.00 GB

PROCESS MEMORY: Working Set: 7608.55 MB, Private: 6946.43 MB, Peak: 7708.86 MB

PAGE FAULTS: 3041890 (Peak: 8083320832)

GPU MEMORY: 3.12/7.12 GB

CALL STACK ([P]robable / [S]tack scan):

[0][P] 0x7FF6FD833398 eax, byte ptr [rcx+0x1A]	SkyrimSE.exe+01D3398 -> 14258+0x8	movzx
[1][S] 0x7FF6FD99851F rax, rax	SkyrimSE.exe+033851F -> 21750+0x2F	test
[2][S] 0x7FF6FDB00C9C al, al	SkyrimSE.exe+04A0C9C -> 29924+0x6BC	test
[3][S] 0x7FF6FDAFFBE1 movzx r8d, al	SkyrimSE.exe+049FBE1 -> 29895+0x171	
[4][S] 0x7FF944EA1733 src\tbmalloc\frontend.cpp:3194 scalable_aligned_free params: object: void*	EngineFixes.dll+00F1733	mov rdi, [rsp+0x30]
[5][S] 0x7FF6FDAFF926 rsp, 0x68	SkyrimSE.exe+049F926 -> 29888+0x36	add
[6][S] 0x7FF6FD9EF214 movzx edi, al	SkyrimSE.exe+038F214 -> 23800+0x204	
[7][S] 0x7FF6FDD124A4 al, al	SkyrimSE.exe+06B24A4 -> 38464+0x34	test
[8][S] 0x7FF985C845D2	SkyrimUncapper.dll+00045D2	
[9][S] 0x7FF6FD9E60D5 al, al	SkyrimSE.exe+03860D5 -> 23527+0x25	test
[10][S] 0x7FF985C82AD6	SkyrimUncapper.dll+0002AD6	
[11][S] 0x7FF6FDD7592B cmp eax, 0x01	SkyrimSE.exe+071592B -> 40025+0x5B	
[12][S] 0x7FF6FD9E6081 mov rsi, [rsp+0x100]	SkyrimSE.exe+0386081 -> 23526+0x151	
[13][S] 0x7FF985C81456	SkyrimUncapper.dll+0001456	
[14][S] 0x7FF6FDDDAFBD mov rax, [0x00007FF7007E74F8]	SkyrimSE.exe+077AFBD -> 41561+0x15D	
[15][S] 0x7FF6FD7F49CE mov ebp, eax	SkyrimSE.exe+01949CE -> 13129+0x1E	
[16][S] 0x7FF91CA7D16A	valhallaCombat.dll+001D16A	
[17][S] 0x7FF6FE377439 comiss xmm8, xmm7	SkyrimSE.exe+0D17439 -> 70172+0x39	
[18][S] 0x7FF6FDD96E4A rsp, 0x48	SkyrimSE.exe+0736E4A -> 40488+0x2A	add
[19][S] 0x7FF91CA91579	valhallaCombat.dll+0031579	
[20][S] 0x7FF6FDEB1756 mov rdi, [rsp+0xF0]	SkyrimSE.exe+0851756 -> 47273+0x236	

[21][S] 0x7FF6FDEB2DEE movaps xmm6, xmm0	SkyrimSE.exe+0852DEE -> 47297+0x1BE	
[22][S] 0x7FF6FDCECE75 al, al	SkyrimSE.exe+068CE75 -> 37701+0x15	test
[23][S] 0x7FF91C4B071A	Precision.dll+00E071A	
[24][S] 0x7FF6FDEB124D comiss xmm0, xmm8	SkyrimSE.exe+085124D -> 47272+0xCD	
[25][S] 0x7FF6FD89B7AD mov rax, rbx	SkyrimSE.exe+023B7AD -> 16212+0x2D	
[26][S] 0x7FF91C4C69CC	Precision.dll+00F69CC	
[27][S] 0x7FF91C4EF1BE	Precision.dll+011F1BE	
[28][S] 0x7FF91CA7D423	valhallaCombat.dll+001D423	
[29][S] 0x7FF91C4D7B05	Precision.dll+0107B05	
[30][S] 0x7FF6FDD198BF mov edx, 0xFFFFFFFF	SkyrimSE.exe+06B98BF -> 38603+0x45F	
[31][S] 0x7FF6FDCB7873 0x00007FF6FDCB700A	SkyrimSE.exe+0657873 -> 36991+0x943	jmp
[32][S] 0x7FF6FE4F3E84 movaps xmm5, [rsp+0x20]	SkyrimSE.exe+0E93E84 -> 78100+0xF4	
[33][S] 0x7FF944EA05D6 src\tbbmallocfrontend.cpp:2544 void rml::internal::Block::freeOwnObject(void *) [?freeOwnObject@Block@internal@rml@@@QEAAAXPEAX@Z] params: object: void*	EngineFixes.dll+00F05D6	mov r8d, [rdi+0x68]
[34][S] 0x7FF6FDCAFF0F mov al, 0x01	SkyrimSE.exe+064FF0F -> 36770+0x5F	
[35][S] 0x7FF6FDCB4A70 0x00007FF6FDCB4A50	SkyrimSE.exe+0654A70 -> 36891+0x1F0	jmp
[36][S] 0x7FF9ED5CB6AE	KERNELBASE.dll+001B6AE	
[37][S] 0x7FF6FDD31EEE al, al	SkyrimSE.exe+06D1EEE -> 39033+0xE	test
[38][S] 0x7FF6FE115AFA mov r13, rax	SkyrimSE.exe+0AB5AFA -> 58378+0x3A	
[39][S] 0x7FF98106893C	skse64_1_6_1170.dll+001893C	
[40][S] 0x7FF6FDCA7A01 mov rcx, [0x00007FF7007F93A0]	SkyrimSE.exe+0647A01 -> 36588+0x21	
[41][S] 0x7FF6FDD3356F	SkyrimSE.exe+06D356F -> 39092+0xBF	nop

[42][S] 0x7FF6FDDD66D4 rsp, 0x28	SkyrimSE.exe+07766D4 -> 41446+0x14	add
[43][S] 0x7FF6FE357888 mov ecx, [rbx+0x0C]	SkyrimSE.exe+0CF7888 -> 69378+0xD8	
[44][S] 0x7FF9ED61099D	KERNELBASE.dll+006099D	
[45][S] 0x7FF6FE357E51 mov r15d, eax	SkyrimSE.exe+0CF7E51 -> 69380+0x361	
[46][S] 0x7FF6FE3561DA movzx eax, byte ptr [rbx+0xA74]	SkyrimSE.exe+0CF61DA -> 69344+0x8A	
[47][S] 0x7FF6FE330DBD mov rcx, [0x00007FF70082C318]	SkyrimSE.exe+0CD0DBD -> 68445+0x3D	
[48][S] 0x7FF9EE277384	KERNEL32.DLL+0017384	
[49][S] 0x7FF9EFB1CC91	ntdll.dll+004CC91	
[50][S] 0x7FF9ED6DC600	KERNELBASE.dll+012C600	
[51][S] 0x7FF91BAA69ED	gameoverlayrenderer64.dll+00F69ED	

REGISTERS:

RAX 0x1C70BA7C100 (PlayerCharacter*) "Bjorn" [0x00000014] ("CBTS-Captured By the Thalmor- Southrange Gaol.esp")

Flags: 0x00040408

FormType: ActorCharacter (62)

Object Reference:

Modified by: Skyrim.esm -> ccbgssse018-shadowrend.esl -> CBTS- Captured By the Thalmor- Southrange Gaol.esp

ParentCell: ---

File: "unofficial skyrim special edition patch.esp"

Modified by: Skyrim.esm -> ccbgssse001-fish.esm -> unofficial skyrim special edition patch.esp

Flags: 0x0004000B

EditorID: "EvergreenGroveExterior"

FormID: 0x00009BE0

FormType: Cell (60)

RCX 0x9E28 (size_t) [40488]

RDX 0x1C75A249E10 (BGSKkeyword*) [0xFE04C001]
("ConstellationsNewSkills.esp")

Flags: 0x00000008 kInitialized

EditorID: "CustomSkillAdvance_Athletics"

FormType: Keyword (04)

RBX 0x56E7BFE8B0 (void*)

RSP 0x56E7BFE808 (void*)

RBP 0x56E7BFE909 (void*)

RSI 0x1C75A249E10 (BGSKkeyword*) See RDX

RDI 0x1C75A249E10 (BGSKkeyword*) See RDX

R8 0x0 (size_t) [0]

R9 0x56E7BFE8B0 (void*)

R10 0x0 (size_t) [0]

R11 0x1 (size_t) [1]

R12 0xFFFFFFFF (size_t) [4294967295]

R13 0x1C75B8EA758 (void*)

R14 0x0 (size_t) [0]

R15 0x56E7BFEA10 (void*)

STACK:

[RSP+0] 0x7FF6FD99851F (void* -> SkyrimSE.exe+033851F test rax, rax)

[RSP+8] 0x3F7FEFD73F7FEFD7 (size_t) [4575639454194069463]

[RSP+10] 0x3F7FEFD73F7FEFD7 (size_t) [4575639454194069463]

[RSP+18] 0x368428F9B5D374C1 (size_t) [3928309827936416961]

[RSP+20] 0x43D374B7BEE1AA75 (size_t) [4887378353157417589]

[RSP+28] 0x1C70BA7C100 (PlayerCharacter*) See RAX

[RSP+30] 0x7FF6FDB00C9C (void* -> SkyrimSE.exe+04A0C9C test al, al)

[RSP+38] 0x0 (size_t) [0]

[RSP+40] 0x3F8000003F800000 (size_t) [4575657222473777152]

[RSP+48] 0x0 (size_t) [0]

[RSP+50] 0x0 (size_t) [0]

[RSP+58] 0x0 (size_t) [0]
[RSP+60] 0x0 (size_t) [0]
[RSP+68] 0x8000000080000000 (size_t) [uint: 9223372039002259456 int: -9223372034707292160]
[RSP+70] 0x80000000 (size_t) [2147483648]
[RSP+78] 0xC47EF4AAC429ADC4 (size_t) [uint: 14159023292772101572 int: -4287720780937450044]
[RSP+80] 0x434DED19C18DFE5B (size_t) [4849793068625165915]
[RSP+88] 0xC47EF4AAC429ADC4 (size_t) [uint: 14159023292772101572 int: -4287720780937450044]
[RSP+90] 0x434DED19C18DFE5B (size_t) [4849793068625165915]
[RSP+98] 0xC47EF4AAC429ADC4 (size_t) [uint: 14159023292772101572 int: -4287720780937450044]
[RSP+A0] 0x434DED19C18DFE5B (size_t) [4849793068625165915]
[RSP+A8] 0x0 (size_t) [0]
[RSP+B0] 0xFFFFFFFF9BB0F0648 (size_t) [4611685991500940872]
[RSP+B8] 0xBD41DB963D0A7D03 (size_t) [uint: 13637422584970247427 int: -4809321488739304189]
[RSP+C0] 0x3F148EE3BF4FF426 (size_t) [4545415032742081574]
[RSP+C8] 0x0 (size_t) [0]
[RSP+D0] 0x0 (size_t) [0]
[RSP+D8] 0x0 (size_t) [0]
[RSP+E0] 0x0 (size_t) [0]
[RSP+E8] 0x0 (size_t) [0]
[RSP+F0] 0xFFFFFFFFFFFFFFFFFE (size_t) [uint: 18446744073709551614 int: -2]
[RSP+F8] 0x0 (size_t) [0]
[RSP+100] 0x0 (size_t) [0]
[RSP+108] 0x41200000 (size_t) [1092616192]
[RSP+110] 0x0 (size_t) [0]
[RSP+118] 0x4349F5BF (size_t) [1128920511]
[RSP+120] 0x1 (size_t) [1]
[RSP+128] 0x0 (size_t) [0]
[RSP+130] 0x1C6DBCE0540 (void*)

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[RSP+138 ] 0x56E7BFEB00    (void*)
[RSP+140 ] 0x56E7BFEA10    (void*)
[RSP+148 ] 0x1C75B8EA740    (void*)
[RSP+150 ] 0x1C70BA7C101    (void*)
[RSP+158 ] 0x1          (size_t) [1]
al) [RSP+160 ] 0x7FF6FDAFFBE1    (void* -> SkyrimSE.exe+049FBE1    movzx r8d,

[RSP+168 ] 0x1C75B8EA740    (void*)
[RSP+170 ] 0x1C700000000    (void*)
[RSP+178 ] 0x1C7DB7B5300    (void*)
[RSP+180 ] 0x7FF944EA1733    (void* -> EngineFixes.dll+00F1733    mov rdi,
[rsp+0x30] | src\tbbmalloc\frontend.cpp:3194 scalable_aligned_free)

[RSP+188 ] 0x1C6DBCE0568    (void*)
[RSP+190 ] 0x0          (size_t) [0]
[RSP+198 ] 0x1C6DBCE0560    (void*)
[RSP+1A0 ] 0x0          (size_t) [0]
[RSP+1A8 ] 0x1          (size_t) [1]
[RSP+1B0 ] 0x1C75B901570    (BGSEntryPointPerkEntry*)
[RSP+1B8 ] 0x0          (size_t) [0]
[RSP+1C0 ] 0x56E7BFEB90    (void*)
[RSP+1C8 ] 0x1C70BA7C100    (PlayerCharacter*) See RAX
[RSP+1D0 ] 0x0          (size_t) [0]
[RSP+1D8 ] 0x1C70BA7C100    (PlayerCharacter*) See RAX
[RSP+1E0 ] 0x7FF6FDAFF926    (void* -> SkyrimSE.exe+049F926    add rsp,
0x68)

[RSP+1E8 ] 0x0          (size_t) [0]
[RSP+1F0 ] 0x1C6DBCE0570    (void*)
[RSP+1F8 ] 0x0          (size_t) [0]
[RSP+200 ] 0x0          (size_t) [0]
[RSP+208 ] 0x1C70BA7C100    (PlayerCharacter*) See RAX
[RSP+210 ] 0x0          (size_t) [0]
[RSP+218 ] 0x0          (size_t) [0]

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[RSP+220 ] 0x0          (size_t) [0]
[RSP+228 ] 0x0          (size_t) [0]
[RSP+230 ] 0x1C7DB7B5300 (void*)
[RSP+238 ] 0x0          (size_t) [0]
[RSP+240 ] 0x1C7DB7B5380 (void*)
[RSP+248 ] 0xFFFFFFFFFFFFFE (size_t) [uint: 18446744073709551614 int: -2]
[RSP+250 ] 0x7FF6FD9EF214 (void* -> SkyrimSE.exe+038F214      movzx edi,
al)
[RSP+258 ] 0x9          (size_t) [9]
[RSP+260 ] 0x7FF6FDD124A4 (void* -> SkyrimSE.exe+06B24A4      test al, al)
[RSP+268 ] 0x1C70BA7C1B8 (PlayerCharacter*) "Bjorn" [0x00000014] ("CBTS-
Captured By the Thalmor- Southrange Gaol.esp")
    Flags: 0x00040408
    FormType: ActorCharacter (62)
    Object Reference:
        Modified by: Skyrim.esm -> ccbgssse018-shadowrend.esl -> CBTS- Captured
By the Thalmor- Southrange Gaol.esp
    ParentCell: ---
        File: "unofficial skyrim special edition patch.esp"
        Modified by: Skyrim.esm -> ccbgssse001-fish.esm -> unofficial skyrim
special edition patch.esp
        Flags: 0x0004000B
        EditorID: "EvergreenGroveExterior"
        FormID: 0x00009BE0
        FormType: Cell (60)
[RSP+270 ] 0x1C70BA7C308 (void*)
[RSP+278 ] 0xFFFFFFFFFFFFFE (size_t) [uint: 18446744073709551614 int: -2]
[RSP+280 ] 0x7FF985C845D2 (void* -> SkyrimUncapper.dll+00045D2 movss
xmm0, dword ptr [rax])
[RSP+288 ] 0x3E885901     (size_t) [1049123073]
[RSP+290 ] 0x1C70BB9CB38 (void*)
[RSP+298 ] 0x0          (size_t) [0]

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[RSP+2A0] 0x14 (FormID 0x14 -> PlayerCharacter* 0x1C70BA7C100) See
 RAX
 [RSP+2A8] 0x1C75B901570 (BGSEntryPointPerkEntry*) See RSP+1B0
 [RSP+2B0] 0x56E7BFEB60 (`anonymous
 namespace'::HandleEntryPointVisitor*)
 [RSP+2B8] 0x0 (size_t) [0]
 [RSP+2C0] 0x7FF6FD9E60D5 (void* -> SkyrimSE.exe+03860D5 test al, al)
 [RSP+2C8] 0x7FF700798560 (void* -> SkyrimSE.exe+3138560 mov al,
 0x2C)
 [RSP+2D0] 0x1C7E13D1880 (void*)
 [RSP+2D8] 0x0 (size_t) [0]
 [RSP+2E0] 0x1C70BB9CB38 (void*)
 [RSP+2E8] 0x3E885901 (size_t) [1049123073]
 [RSP+2F0] 0x7FF985C82AD6 (void* -> SkyrimUncapper.dll+0002AD6 mulss
 xmm9, xmm11)
 [RSP+2F8] 0x1C7E13D18A0 (void*)
 [RSP+300] 0x7FF6FDD7592B (void* -> SkyrimSE.exe+071592B cmp eax,
 0x01)
 [RSP+308] 0x1C70BA7C1B8 (PlayerCharacter*) See RSP+268
 [RSP+310] 0x56E7BFEB60 (`anonymous namespace'::HandleEntryPointVisitor*)
 See RSP+2B0
 [RSP+318] 0x41200000 (size_t) [1092616192]
 [RSP+320] 0x0 (size_t) [0]
 [RSP+328] 0x1 (size_t) [1]
 [RSP+330] 0x7FF6FD9E6081 (void* -> SkyrimSE.exe+0386081 mov rsi,
 [rsp+0x100])
 [RSP+338] 0x16 (size_t) [22]
 [RSP+340] 0x1C70BA7C100 (PlayerCharacter*) See RAX
 [RSP+348] 0x0 (size_t) [0]
 [RSP+350] 0x0 (size_t) [0]
 [RSP+358] 0x7FF6FEE3A8B0 (void* -> SkyrimSE.exe+17DA8B0 mov al,
 0x60)
 [RSP+360] 0x0 (size_t) [0]
 [RSP+368] 0x56E7BFEB90 (void*)

[RSP+370] 0x56E7BFEBE0 (void*)
 [RSP+378] 0x1C70BA7C100 (PlayerCharacter*) See RAX
 [RSP+380] 0x101 (size_t) [257]
 [RSP+388] 0x1C70BA7C100 (PlayerCharacter*) See RAX
 [RSP+390] 0x7FF985C81456 (void* -> SkyrimUncapper.dll+0001456 movdqu
 xmm1, [rsp+0x30])
 [RSP+398] 0x7FF91C58D0D8 (void* -> Precision.dll+01BD0D8 add [rax],
 al)
 [RSP+3A0] 0x1 (size_t) [1]
 [RSP+3A8] 0x0 (size_t) [0]
 [RSP+3B0] 0x0 (size_t) [0]
 [RSP+3B8] 0x41200000 (size_t) [1092616192]
 [RSP+3C0] 0x0 (size_t) [0]
 [RSP+3C8] 0x3C9D3410 (size_t) [1016935440]
 [RSP+3D0] 0x0 (size_t) [0]
 [RSP+3D8] 0x56E7BFEE18 (void*)
 [RSP+3E0] 0x0 (size_t) [0]
 [RSP+3E8] 0xBF843EB5816B4694 (size_t) [uint: 13800224107451336340 int:
 -4646519966258215276]
 [RSP+3F0] 0x0 (size_t) [0]
 [RSP+3F8] 0x3F843EE0B944F50B (size_t) [4576852256217167115]
 [RSP+400] 0x0 (size_t) [0]
 [RSP+408] 0x3FE972F62A49DA32 (size_t) [4605338495560047154]
 [RSP+410] 0x0 (size_t) [0]
 [RSP+418] 0xFFFFFFFF (size_t) [4294967295]
 [RSP+420] 0x1C6D303C680 (ActorValueInfo*) "Block" [0x0000044F] ("Vokrii -
 Minimalistic Perks of Skyrim.esp")

Modified by: Skyrim.esm -> Vokrii - Minimalistic Perks of Skyrim.esp

Flags: 0x00000009 kDestructible | kInitialized

FormType: ActorValueInfo (95)

GetFullName: "Block"

[RSP+428] 0x56E7BFEC98 (void*)

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[RSP+430 ] 0x9          (size_t) [9]
[RSP+438 ] 0x9          (size_t) [9]
[RSP+440 ] 0x9E28       (size_t) [40488]
[RSP+448 ] 0x1C70BB98E00 (void*)
[RSP+450 ] 0x7FF6FDDDAFBD (void* -> SkyrimSE.exe+077AFBD   mov rax,
[0x00007FF7007E74F8])
[RSP+458 ] 0xAC43       (size_t) [44099]
[RSP+460 ] 0x1C70BA7C100 (PlayerCharacter*) See RAX
[RSP+468 ] 0x56E7BFEE18 (void*)
[RSP+470 ] 0x56E7BFEC98 (void*)
[RSP+478 ] 0x56E7BFEC9C (void*)
[RSP+480 ] 0x0          (size_t) [0]
[RSP+488 ] 0x4101999A    (size_t) [1090623898]
[RSP+490 ] 0x40000000    (size_t) [1073741824]
[RSP+498 ] 0xAC50       (size_t) [44112]
[RSP+4A0 ] 0xFFFFFFFFFFFFFFFF (size_t) [uint: 18446744073709551614 int: -2]
[RSP+4A8 ] 0x0          (size_t) [0]
[RSP+4B0 ] 0x0          (size_t) [0]
[RSP+4B8 ] 0x0          (size_t) [0]
[RSP+4C0 ] 0x0          (size_t) [0]
[RSP+4C8 ] 0x0          (size_t) [0]
[RSP+4D0 ] 0x0          (size_t) [0]
[RSP+4D8 ] 0xAC5C       (size_t) [44124]
[RSP+4E0 ] 0x0          (size_t) [0]
[RSP+4E8 ] 0x7F8A       (size_t) [32650]
[RSP+4F0 ] 0x7DE        (size_t) [2014]
[RSP+4F8 ] 0x9A340000AC5C (size_t) [169548129021020]
[RSP+500 ] 0x7F8A       (size_t) [32650]
[RSP+508 ] 0x0          (size_t) [0]
[RSP+510 ] 0x0          (size_t) [0]
[RSP+518 ] 0x0          (size_t) [0]

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eax)	[RSP+520] 0x7FF6FD7F49CE	(void* -> SkyrimSE.exe+01949CE	mov ebp,
	[RSP+528] 0x7F93	(size_t) [32659]	
0x98)	[RSP+530] 0x7FF91CA7D16A	(void* -> valhallaCombat.dll+001D16A	add rsp,
	[RSP+538] 0x1	(size_t) [1]	
0x98)	[RSP+540] 0x7FF91CA7D16A	(void* -> valhallaCombat.dll+001D16A	add rsp,
	[RSP+548] 0x40C90FDB	(size_t) [1086918619]	
	[RSP+550] 0x0	(size_t) [0]	
	[RSP+558] 0x1C7D32B9D30	(void*)	
xmm8, xmm7)	[RSP+560] 0x7FF6FE377439	(void* -> SkyrimSE.exe+0D17439	comiss
	[RSP+568] 0x56E7BFEE60	(void*)	
	[RSP+570] 0x3FF051CA80000000	(size_t) [4607272348972744704]	
	[RSP+578] 0x0	(size_t) [0]	
	[RSP+580] 0x0	(size_t) [0]	
	[RSP+588] 0x0	(size_t) [0]	
	[RSP+590] 0x0	(size_t) [0]	
	[RSP+598] 0x0	(size_t) [0]	
	[RSP+5A0] 0x0	(size_t) [0]	
	[RSP+5A8] 0x0	(size_t) [0]	
	[RSP+5B0] 0x0	(size_t) [0]	
	[RSP+5B8] 0x0	(size_t) [0]	
	[RSP+5C0] 0x0	(size_t) [0]	
	[RSP+5C8] 0x0	(size_t) [0]	
	[RSP+5D0] 0x0	(size_t) [0]	
	[RSP+5D8] 0x3E885901	(size_t) [1049123073]	
	[RSP+5E0] 0x0	(size_t) [0]	
	[RSP+5E8] 0x0	(size_t) [0]	
RAX	[RSP+5F0] 0x14	(FormID 0x14 -> PlayerCharacter* 0x1C70BA7C100)	See
	[RSP+5F8] 0x1C70BA7C100	(PlayerCharacter*)	See RAX

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[RSP+600 ] 0x7FF6FDD96E4A (void* -> SkyrimSE.exe+0736E4A add rsp,
0x48)
[RSP+608 ] 0x7FF91CAEC9F8 (void* -> valhallaCombat.dll+008C9F8 add [rax],
al)
[RSP+610 ] 0x1C842A20000 (void*)
[RSP+618 ] 0x56E7BFEF60 (void*)
[RSP+620 ] 0x1C896FFC100 (Character*) "Spriggan Earth Mother"
[0x0002C79E] ("Skyrim.esm")
Flags: 0x00030409
FormType: ActorCharacter (62)
Object Reference:
ParentCell: ---
File: "unofficial skyrim special edition patch.esp"
Modified by: Skyrim.esm -> ccbgssse001-fish.esm -> unofficial skyrim
special edition patch.esp
Flags: 0x0004000B
EditorID: "EvergreenGroveExterior"
FormID: 0x00009BE0
FormType: Cell (60)
[RSP+628 ] 0x96FFC100 (size_t) [2533343488]
[RSP+630 ] 0x9E01 (size_t) [40449]
[RSP+638 ] 0x0 (size_t) [0]
[RSP+640 ] 0x0 (size_t) [0]
[RSP+648 ] 0x1C70BA7C100 (PlayerCharacter*) See RAX
[RSP+650 ] 0x7FF91CA91579 (void* -> valhallaCombat.dll+0031579 mov rcx,
rdi)
[RSP+658 ] 0x7FF91CAEC9F8 (void* -> valhallaCombat.dll+008C9F8 add [rax],
al)
[RSP+660 ] 0x7FF91CAEC9F8 (void* -> valhallaCombat.dll+008C9F8 add [rax],
al)
[RSP+668 ] 0x1C896FFC100 (Character*) See RSP+620
[RSP+670 ] 0x7FF6FDEB1756 (void* -> SkyrimSE.exe+0851756 mov rdi,
[rsi+0xF0])
[RSP+678 ] 0x1C896FFC100 (Character*) See RSP+620

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[RSP+680 ] 0x1C70BA7C100    (PlayerCharacter*) See RAX
[RSP+688 ] 0x1C896FFC100    (Character*) See RSP+620
[RSP+690 ] 0x7FF6FDEB2DEE    (void* -> SkyrimSE.exe+0852DEE    movaps
xmm6, xmm0)
[RSP+698 ] 0x0              (size_t) [0]
[RSP+6A0 ] 0x0              (size_t) [0]
[RSP+6A8 ] 0x0              (size_t) [0]
[RSP+6B0 ] 0x0              (size_t) [0]
[RSP+6B8 ] 0x0              (size_t) [0]
[RSP+6C0 ] 0x7FF6FDCECE75    (void* -> SkyrimSE.exe+068CE75    test al, al)
[RSP+6C8 ] 0x7FFFFFFF        (size_t) [2147483647]
[RSP+6D0 ] 0x0              (size_t) [0]
[RSP+6D8 ] 0xFFFFFFFFFFFFFFFE (size_t) [uint: 18446744073709551614 int: -2]
[RSP+6E0 ] 0xC28AE400C28DAA00 (size_t) [uint: 14018267482059287040 int:
-4428476591650264576]
[RSP+6E8 ] 0x0              (size_t) [0]
[RSP+6F0 ] 0x7FF91C4B071A    (void* -> Precision.dll+00E071A add rsp, 0x98)
[RSP+6F8 ] 0x0              (size_t) [0]
[RSP+700 ] 0x0              (size_t) [0]
[RSP+708 ] 0x42F00000        (size_t) [1123024896]
[RSP+710 ] 0x0              (size_t) [0]
[RSP+718 ] 0x0              (size_t) [0]
[RSP+720 ] 0x0              (size_t) [0]
[RSP+728 ] 0x0              (size_t) [0]
[RSP+730 ] 0x0              (size_t) [0]
[RSP+738 ] 0xFFFFFFFF        (size_t) [4294967295]
[RSP+740 ] 0x0              (size_t) [0]
[RSP+748 ] 0xFFFFFFFFFFFFFFFE (size_t) [uint: 18446744073709551614 int: -2]
[RSP+750 ] 0x7FF6FDEB124D    (void* -> SkyrimSE.exe+085124D    comiss
xmm0, xmm8)
[RSP+758 ] 0x0              (size_t) [0]

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rbx)	[RSP+760] 0x7FF6FD89B7AD	(void* -> SkyrimSE.exe+023B7AD	mov rax,
	[RSP+768] 0x1C896FFC100	(Character*) See RSP+620	
	[RSP+770] 0x56E7BF EFE0	(void*)	
	[RSP+778] 0x1C896FFC100	(Character*) See RSP+620	
	[RSP+780] 0x56E7BFF150	(void*)	
	[RSP+788] 0x1C88DE9D7A8	(void*)	
eax, bl)	[RSP+790] 0x7FF91C4C69CC	(void* -> Precision.dll+00F69CC	movzx
	[RSP+798] 0x1C800000000	(void*)	
	[RSP+7A0] 0x7FF6FD660000	(void*)	
	[RSP+7A8] 0x1C74274F100	(BGSAAttackData*)	
	[RSP+7B0] 0x1C896FFC100	(Character*) See RSP+620	
	[RSP+7B8] 0xDB35BDDFAA89	(size_t) [241023865301641]	
	[RSP+7C0] 0x7FF91C4EF1BE	(void* -> Precision.dll+011F1BEtest al, al)	
	[RSP+7C8] 0x3E8859E3	(size_t) [1049123299]	
	[RSP+7D0] 0x0	(size_t) [0]	
	[RSP+7D8] 0x0	(size_t) [0]	
RAX	[RSP+7E0] 0x14	(FormID 0x14 -> PlayerCharacter* 0x1C70BA7C100) See	
	[RSP+7E8] 0x1C70BA7C100	(PlayerCharacter*) See RAX	
	[RSP+7F0] 0x1C70BA7C100	(PlayerCharacter*) See RAX	
	[RSP+7F8] 0x0	(size_t) [0]	
	[RSP+800] 0x7FF91CA7D423	(void* -> valhallaCombat.dll+001D423 test al, al)	
	[RSP+808] 0x56E7BFF150	(void*)	
	[RSP+810] 0x7FF91C4D7B05	(void* -> Precision.dll+0107B05 add rsp, 0x40)	
	[RSP+818] 0x1C700129561	(void*)	
	[RSP+820] 0x1C896FFC100	(Character*) See RSP+620	
	[RSP+828] 0x1C896FFC100	(Character*) See RSP+620	
	[RSP+830] 0x56E7BFF150	(void*)	
	[RSP+838] 0x129561	(size_t) [1217889]	
	[RSP+840] 0x1C8968DD858	(void*)	

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[RSP+848 ] 0x0          (size_t) [0]
[RSP+850 ] 0x7FF7008B80C8 (void* -> SkyrimSE.exe+32580C8      add [rax],
al)
[RSP+858 ] 0x1C896FFC100 (Character*) See RSP+620
[RSP+860 ] 0x0          (size_t) [0]
[RSP+868 ] 0x0          (size_t) [0]
[RSP+870 ] 0x7FF6FDD198BF (void* -> SkyrimSE.exe+06B98BF      mov edx,
0xFFFFFFFF)
[RSP+878 ] 0x1C70BA7C188 (void*)
[RSP+880 ] 0x0          (size_t) [0]
[RSP+888 ] 0x0          (size_t) [0]
[RSP+890 ] 0x0          (size_t) [0]
[RSP+898 ] 0x3E8859E3     (size_t) [1049123299]
[RSP+8A0 ] 0x0          (size_t) [0]
[RSP+8A8 ] 0x0          (size_t) [0]
[RSP+8B0 ] 0x0          (size_t) [0]
[RSP+8B8 ] 0x3F5A9336     (size_t) [1062900534]
[RSP+8C0 ] 0x0          (size_t) [0]
[RSP+8C8 ] 0xFFFFFFFFFFFFFE (size_t) [uint: 18446744073709551614 int: -2]
[RSP+8D0 ] 0x0          (size_t) [0]
[RSP+8D8 ] 0x0          (size_t) [0]
[RSP+8E0 ] 0x0          (size_t) [0]
[RSP+8E8 ] 0x0          (size_t) [0]
[RSP+8F0 ] 0x0          (size_t) [0]
[RSP+8F8 ] 0x0          (size_t) [0]
[RSP+900 ] 0x0          (size_t) [0]
[RSP+908 ] 0x7FF7008B80C4 (void* -> SkyrimSE.exe+32580C4      add [rax],
al)
[RSP+910 ] 0x0          (size_t) [0]
[RSP+918 ] 0x7FF7008B80C0 (void* -> SkyrimSE.exe+32580C0      add [rax],
al)
[RSP+920 ] 0x7FF7008B80C8 (void* -> SkyrimSE.exe+32580C8      add [rax],
al)

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[RSP+928 ] 0x56E7BFF4D0    (void*)
[RSP+930 ] 0x1C6DBCDF20    (void*)
[RSP+938 ] 0x56E7BFF250    (void*)
[RSP+940 ] 0x7FF6FDCB7873    (void* -> SkyrimSE.exe+0657873      jmp
0x00007FF6FDCB700A)
[RSP+948 ] 0x0            (size_t) [0]
[RSP+950 ] 0x0            (size_t) [0]
[RSP+958 ] 0x1C896FFC100    (Character*) See RSP+620
[RSP+960 ] 0x0            (size_t) [0]
[RSP+968 ] 0x0            (size_t) [0]
[RSP+970 ] 0x0            (size_t) [0]
[RSP+978 ] 0x0            (size_t) [0]
[RSP+980 ] 0x0            (size_t) [0]
[RSP+988 ] 0x0            (size_t) [0]
[RSP+990 ] 0x0            (size_t) [0]
[RSP+998 ] 0x1C6DBCDF20    (void*)
[RSP+9A0 ] 0x0            (size_t) [0]
[RSP+9A8 ] 0x3A7D2140      (size_t) [981279040]
[RSP+9B0 ] 0x0            (size_t) [0]
[RSP+9B8 ] 0x3EDD40EA      (size_t) [1054687466]
[RSP+9C0 ] 0x0            (size_t) [0]
[RSP+9C8 ] 0xBC9141FC      (size_t) [3163636220]
[RSP+9D0 ] 0x0            (size_t) [0]
[RSP+9D8 ] 0xBE86EBAABEB7D0E6 (size_t) [uint: 13728919632662221030 int:
-4717824441047330586]
[RSP+9E0 ] 0x3EA4D5E3BEE5DEBF (size_t) [4513967900669107903]
[RSP+9E8 ] 0xBF16A7BB      (size_t) [3205932987]
[RSP+9F0 ] 0x0            (size_t) [0]
[RSP+9F8 ] 0x3F7FF0C9      (size_t) [1065349321]
[RSP+A00 ] 0x0            (size_t) [0]
[RSP+A08 ] 0x0            (size_t) [0]
[RSP+A10 ] 0x200000000      (size_t) [8589934592]

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[RSP+A18 ] 0x80000000      (size_t) [2147483648]
[RSP+A20 ] 0x0             (size_t) [0]
[RSP+A28 ] 0x0             (size_t) [0]
[RSP+A30 ] 0x0             (size_t) [0]
[RSP+A38 ] 0x3F800000      (size_t) [1065353216]
[RSP+A40 ] 0x0             (size_t) [0]
[RSP+A48 ] 0x80000000      (size_t) [2147483648]
[RSP+A50 ] 0x0             (size_t) [0]
[RSP+A58 ] 0x0             (size_t) [0]
[RSP+A60 ] 0x0             (size_t) [0]
[RSP+A68 ] 0x0             (size_t) [0]
[RSP+A70 ] 0x0             (size_t) [0]
[RSP+A78 ] 0x80000000      (size_t) [2147483648]
[RSP+A80 ] 0x0             (size_t) [0]
[RSP+A88 ] 0x0             (size_t) [0]
[RSP+A90 ] 0x0             (size_t) [0]
[RSP+A98 ] 0x0             (size_t) [0]
[RSP+AA0 ] 0x0             (size_t) [0]
[RSP+AA8 ] 0x3DAEB02F      (size_t) [1034858543]
[RSP+AB0 ] 0x0             (size_t) [0]
[RSP+AB8 ] 0x0             (size_t) [0]
[RSP+AC0 ] 0x0             (size_t) [0]
[RSP+AC8 ] 0x0             (size_t) [0]
[RSP+AD0 ] 0x0             (size_t) [0]
[RSP+AD8 ] 0xBF66DC7E3EDD40EA (size_t) [uint: 13791953343647400170 int:
-4654790730062151446]
[RSP+AE0 ] 0x7FF6FE4F3E84   (void* -> SkyrimSE.exe+0E93E84      movaps
xmm5, [rsp+0x20])
[RSP+AE8 ] 0x3F800000      (size_t) [1065353216]
[RSP+AF0 ] 0x0             (size_t) [0]
[RSP+AF8 ] 0x0             (size_t) [0]
[RSP+B00 ] 0x0             (size_t) [0]

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[RSP+B08] 0x0	(size_t) [0]	
[RSP+B10] 0x0	(size_t) [0]	
[RSP+B18] 0x0	(size_t) [0]	
[RSP+B20] 0x0	(size_t) [0]	
[RSP+B28] 0x0	(size_t) [0]	
[RSP+B30] 0x0	(size_t) [0]	
[RSP+B38] 0x0	(size_t) [0]	
[RSP+B40] 0x0	(size_t) [0]	
[RSP+B48] 0x0	(size_t) [0]	
[RSP+B50] 0x7FF944EA05D6	(void* -> EngineFixes.dll+00F05D6	mov r8d,
[rdi+0x68] src\tbbmalloc\frontend.cpp:2544 void rml::internal::Block::freeOwnObject(void *)		
[?freeOwnObject@Block@internal@rml@@@QEAAAXPEAX@Z])		
[RSP+B58] 0x0	(size_t) [0]	
[RSP+B60] 0x0	(size_t) [0]	
[RSP+B68] 0x0	(size_t) [0]	
[RSP+B70] 0x0	(size_t) [0]	
[RSP+B78] 0x1	(size_t) [1]	
[RSP+B80] 0x7FF944EA1733	(void* -> EngineFixes.dll+00F1733	mov rdi,
[rsp+0x30] src\tbbmalloc\frontend.cpp:3194 scalable_aligned_free)		
[RSP+B88] 0x3DAEB02F	(size_t) [1034858543]	
[RSP+B90] 0x0	(size_t) [0]	
[RSP+B98] 0x1C7E12F14E0	(void*)	
[RSP+BA0] 0x0	(size_t) [0]	
[RSP+BA8] 0xFFFFFFFFFFFFFFFF	(size_t) [uint: 18446744073709551614 int: -2]	
[RSP+BB0] 0x7FF6FDCAFF0F	(void* -> SkyrimSE.exe+064FF0F	mov al,
0x01)		
[RSP+BB8] 0x0	(size_t) [0]	
[RSP+BC0] 0x0	(size_t) [0]	
[RSP+BC8] 0xBDAAEAF4	(size_t) [3182342084]	
[RSP+BD0] 0x7FF7008B80C4	(void* -> SkyrimSE.exe+32580C4	add [rax],
al)		
[RSP+BD8] 0x0	(size_t) [0]	

al)	[RSP+BE0] 0x7FF7008B80C0	(void* -> SkyrimSE.exe+32580C0	add [rax],
al)	[RSP+BE8] 0x7FF7008B80C8	(void* -> SkyrimSE.exe+32580C8	add [rax],
	[RSP+BF0] 0x2CB0	(size_t) [11440]	
	[RSP+BF8] 0x1C6D2FAC640	(void*)	
	[RSP+C00] 0x1C6D2FFB1C8		
	(BSTCommonScrapHeapMessageQueue<BSPackedTask>*) See RSP+C00		
	[RSP+C08] 0x1	(size_t) [1]	
	[RSP+C10] 0x7FF6FDCB4A70	(void* -> SkyrimSE.exe+0654A70	jmp
	0x00007FF6FDCB4A50)		
	[RSP+C18] 0x1C6D2FFB1C8		
	(BSTCommonScrapHeapMessageQueue<BSPackedTask>*) See RSP+C00		
	[RSP+C20] 0x0	(size_t) [0]	
	[RSP+C28] 0x0	(size_t) [0]	
	[RSP+C30] 0x0	(size_t) [0]	
	[RSP+C38] 0xFFFFFFFFFFFFFFFE	(size_t) [uint: 18446744073709551614 int: -2]	
	[RSP+C40] 0x0	(size_t) [0]	
	[RSP+C48] 0x0	(size_t) [0]	
	[RSP+C50] 0x0	(size_t) [0]	
	[RSP+C58] 0x0	(size_t) [0]	
	[RSP+C60] 0x0	(size_t) [0]	
	[RSP+C68] 0x0	(size_t) [0]	
	[RSP+C70] 0x0	(size_t) [0]	
	[RSP+C78] 0x0	(size_t) [0]	
	[RSP+C80] 0x0	(size_t) [0]	
	[RSP+C88] 0x0	(size_t) [0]	
	[RSP+C90] 0x0	(size_t) [0]	
	[RSP+C98] 0x0	(size_t) [0]	
	[RSP+CA0] 0x0	(size_t) [0]	
	[RSP+CA8] 0x0	(size_t) [0]	
	[RSP+CB0] 0x0	(size_t) [0]	
	[RSP+CB8] 0xC4A17CAA	(size_t) [3298917546]	

[RSP+CC0] 0x7FF9ED5CB6AE (void* -> KERNELBASE.dll+001B6AE nop
[rax+rax*1], eax)

[RSP+CC8] 0xB (size_t) [11]

[RSP+CD0] 0x1C896FFC100 (Character*) See RSP+620

[RSP+CD8] 0xFFFFEFFFFFFF00 (size_t) [uint: 18446462598732840704 int:
-281474976710912]

[RSP+CE0] 0x7FF9FFFFFF01 (size_t) [140711718551297]

[RSP+CE8] 0xB40 (size_t) [2880]

[RSP+CF0] 0x1C8970DEDA0 (void*)

[RSP+CF8] 0x56E7CFF8E8 (void*)

[RSP+D00] 0x1C7D391D6C0 (hkbStateMachine*) See RSP+D00

[RSP+D08] 0xFFFFFFFFFFFFFFFE (size_t) [uint: 18446744073709551614 int: -2]

[RSP+D10] 0x1C7D391D6C0 (hkbStateMachine*) See RSP+D00

[RSP+D18] 0x56E7CFF9C0 (void*)

[RSP+D20] 0x7FF6FDD31EEE (void* -> SkyrimSE.exe+06D1EEE test al, al)

[RSP+D28] 0x1C7D391D580 (hkbBehaviorGraph*) See RSP+D30

[RSP+D30] 0x1C7D391D580 (hkbBehaviorGraph*) See RSP+D30

[RSP+D38] 0x1C7D391D580 (hkbBehaviorGraph*) See RSP+D30

[RSP+D40] 0x7FF6FE115AFA (void* -> SkyrimSE.exe+0AB5AFA mov r13,
rax)

[RSP+D48] 0x1 (size_t) [1]

[RSP+D50] 0x1C6C65AF3C0 (void*)

[RSP+D58] 0x0 (size_t) [0]

[RSP+D60] 0x7FF98106893C (void* -> skse64_1_6_1170.dll+001893C lea
rcx, [0x00007FF981164040])

[RSP+D68] 0x1C6D2FFB201 (void*)

[RSP+D70] 0x7FF7008B8BF8 (void* -> SkyrimSE.exe+3258BF8 shl bl,
0x5A)

[RSP+D78] 0x0 (size_t) [0]

[RSP+D80] 0xDBC (size_t) [3516]

[RSP+D88] 0x7FF7008B8BF8 (void* -> SkyrimSE.exe+3258BF8 shl bl,
0x5A)

[RSP+D90] 0x7FF6FDCA7A01 [0x00007FF7007F93A0])	(void* -> SkyrimSE.exe+0647A01	mov rcx,
[RSP+D98] 0x7FF7008B8BF8 0x5A)	(void* -> SkyrimSE.exe+3258BF8	shl bl,
[RSP+DA0] 0x0	(size_t) [0]	
[RSP+DA8] 0x7FF7008B8BF8 0x5A)	(void* -> SkyrimSE.exe+3258BF8	shl bl,
[RSP+DB0] 0x0	(size_t) [0]	
[RSP+DB8] 0x0	(size_t) [0]	
[RSP+DC0] 0x7FF6FDD3356F	(void* -> SkyrimSE.exe+06D356F	nop)
[RSP+DC8] 0x7FF7008B8BF8 0x5A)	(void* -> SkyrimSE.exe+3258BF8	shl bl,
[RSP+DD0] 0x7FF6FDDD66D4 0x28)	(void* -> SkyrimSE.exe+07766D4	add rsp,
[RSP+DD8] 0x7FF700000000	(void* -> SkyrimSE.exe+29A0000	)
[RSP+DE0] 0x1074	(size_t) [4212]	
[RSP+DE8] 0xFFFFFFFFFFFFFFFFFE	(size_t) [uint: 18446744073709551614 int: -2]	
[RSP+DF0] 0x0	(size_t) [0]	
[RSP+DF8] 0x1C6C65AF3C0	(void*)	
[RSP+E00] 0x7FF6FE357888 [rbx+0x0C])	(void* -> SkyrimSE.exe+0CF7888	mov ecx,
[RSP+E08] 0x7FF7008B8BF8 0x5A)	(void* -> SkyrimSE.exe+3258BF8	shl bl,
[RSP+E10] 0x7FF7008B8B00	(char*) "5"	
[RSP+E18] 0x200000000000	(size_t) [35184372088832]	
[RSP+E20] 0x7FF9ED61099D [rax+rax*1], eax)	(void* -> KERNELBASE.dll+006099D	nop
[RSP+E28] 0x0	(size_t) [0]	
[RSP+E30] 0x7FF7008B8B88	(BSJobs::JobThread*) See RSP+E30	
[RSP+E38] 0x7FF7008B8BA8 al)	(void* -> SkyrimSE.exe+3258BA8	add [rax],
[RSP+E40] 0x1C6C65AF3C0	(void*)	
[RSP+E48] 0x7FF7008CE400 0xF7000044)	(void* -> SkyrimSE.exe+326E400	mov ecx,

```

[RSP+E50 ] 0x7FF6FE357E51  (void* -> SkyrimSE.exe+0CF7E51      mov r15d,
eax)

[RSP+E58 ] 0x1             (size_t) [1]
[RSP+E60 ] 0x1             (size_t) [1]
[RSP+E68 ] 0x0             (size_t) [0]
[RSP+E70 ] 0x0             (size_t) [0]
[RSP+E78 ] 0x1C6C65AF3C0   (void*)
[RSP+E80 ] 0x1             (size_t) [1]
[RSP+E88 ] 0x0             (size_t) [0]
[RSP+E90 ] 0x0             (size_t) [0]
[RSP+E98 ] 0x1C6C65AF580   (void*)
[RSP+EA0 ] 0x100000003      (size_t) [4294967299]
[RSP+EA8 ] 0x7FF700000000   (void* -> SkyrimSE.exe+29A0000      )
[RSP+EB0 ] 0x1C6C65AF580   (void*)
[RSP+EB8 ] 0x48            (size_t) [72]
[RSP+EC0 ] 0x7FF700000001   (void* -> SkyrimSE.exe+29A0001      )
[RSP+EC8 ] 0x0             (size_t) [0]
[RSP+ED0 ] 0x0             (size_t) [0]
[RSP+ED8 ] 0x0             (size_t) [0]
[RSP+EE0 ] 0x0             (size_t) [0]
[RSP+EE8 ] 0x0             (size_t) [0]
[RSP+EF0 ] 0x0             (size_t) [0]
[RSP+EF8 ] 0x0             (size_t) [0]
[RSP+F00 ] 0x0             (size_t) [0]
[RSP+F08 ] 0x0             (size_t) [0]
[RSP+F10 ] 0x0             (size_t) [0]
[RSP+F18 ] 0x7FF7008B8B88   (BSJobs::JobThread*) See RSP+E30
[RSP+F20 ] 0x7FF6FE3561DA   (void* -> SkyrimSE.exe+0CF61DA      movzx
eax, byte ptr [rbx+0xA74])
[RSP+F28 ] 0x7FF7008B8B01   (void* -> SkyrimSE.exe+3258B01      add [rax],
al)
[RSP+F30 ] 0x0             (size_t) [0]

```

```

[RSP+F38 ] 0x1          (size_t) [1]
[RSP+F40 ] 0x37C        (size_t) [892]
[RSP+F48 ] 0x7FF7008B8B88 (BSJobs::JobThread*) See RSP+E30
[RSP+F50 ] 0x7FF6FE330DBD (void* -> SkyrimSE.exe+0CD0DBD   mov rcx,
[0x00007FF70082C318])
[RSP+F58 ] 0x7FF70082C370 (void* -> SkyrimSE.exe+31CC370   add [rax],
al)
[RSP+F60 ] 0x7FF7008B8B88 (BSJobs::JobThread*) See RSP+E30
[RSP+F68 ] 0x0          (size_t) [0]
[RSP+F70 ] 0x0          (size_t) [0]
[RSP+F78 ] 0x7FF7008B8B88 (BSJobs::JobThread*) See RSP+E30
[RSP+F80 ] 0x0          (size_t) [0]
[RSP+F88 ] 0x0          (size_t) [0]
[RSP+F90 ] 0x7FF9EE277384 (void* -> KERNEL32.DLL+0017384   mov ecx,
eax)
[RSP+F98 ] 0x0          (size_t) [0]
[RSP+FA0 ] 0x0          (size_t) [0]
[RSP+FA8 ] 0x0          (size_t) [0]
[RSP+FB0 ] 0x0          (size_t) [0]
[RSP+FB8 ] 0x0          (size_t) [0]
[RSP+FC0 ] 0x7FF9EFB1CC91 (void* -> ntdll.dll+004CC91   jmp
0x00007FF9EFB1CCB3)
[RSP+FC8 ] 0x0          (size_t) [0]
[RSP+FD0 ] 0x0          (size_t) [0]
[RSP+FD8 ] 0x0          (size_t) [0]
[RSP+FE0 ] 0x0          (size_t) [0]
[RSP+FE8 ] 0x0          (size_t) [0]
[RSP+FF0 ] 0x0          (size_t) [0]
[RSP+FF8 ] 0xF6C7AFED00000000 (size_t) [uint: 17782375086137802752 int:
-664368987571748864]

```

MODULES:

```

XINPUT1_3.dll          0x0000000400000

```

X3DAudio1_7.dll	0x000077160000
AHZmoreHUDPlugin.dll	0x01C6D44A0000
wintrust.dll	0x01C6FCDE0000
SkyrimSE.exe	0x7FF6FD660000
ow-graphics-hook64.dll	0x7FF913FF0000
D3DX9_43.dll	0x7FF918D60000
D3DCompiler_43.dll	0x7FF9199F0000
d3dx11_43.dll	0x7FF919C60000
OWClient.dll	0x7FF919CB0000
XAudio2_7.dll	0x7FF91B350000
gameoverlayrenderer64.dll	0x7FF91B9B0000
wheeler.dll	0x7FF91BB70000
TrueHUD.dll	0x7FF91BD60000
TrueDirectionalMovement.dll	0x7FF91BE20000
skee64.dll	0x7FF91BF20000
ShoutProgression.dll	0x7FF91C1A0000
ScavengerSense.dll	0x7FF91C290000
Precision.dll	0x7FF91C3D0000
po3_KeywordItemDistributor.dll	0x7FF91C5B0000
po3_CraftingRecipeDistributor.dll	0x7FF91C750000
valhallaCombat.dll	0x7FF91CA60000
OpenAnimationReplacer.dll	0x7FF91CB00000
ImmersiveEquipmentDisplays.dll	0x7FF91CEB0000
NextGenDecapitations.dll	0x7FF920190000
MCMHelper.dll	0x7FF920260000
DSOUND.DLL	0x7FF920580000
steamclient64.dll	0x7FF920620000
vstdlib_s64.dll	0x7FF930BC0000
tier0_s64.dll	0x7FF931500000
JContainers64.dll	0x7FF943AA0000
imgui-vr-helper.dll	0x7FF943D90000

FaceGenFixes.dll	0x7FF943F30000
ECC_Utils.dll	0x7FF943FE0000
DovahEnch.dll	0x7FF9440D0000
DismemberingFramework.dll	0x7FF9441D0000
DeathDropOverhaul.dll	0x7FF9442E0000
CustomSkills.dll	0x7FF9443C0000
CrashLogger.dll	0x7FF944480000
ConeShoutRuntimeVisuals.dll	0x7FF9447D0000
BugFixesSSE.dll	0x7FF944860000
BackportedESLSupport.dll	0x7FF9448F0000
SKSEMenuFramework.dll	0x7FF9449A0000
EngineFixes.dll	0x7FF944DB0000
OWExplorer.dll	0x7FF95D880000
DINPUT8.dll	0x7FF95D900000
xinput1_4.dll	0x7FF971890000
MSVCP140.dll	0x7FF972DD0000
VCRUNTIME140.dll	0x7FF975CC0000
OWUtils.dll	0x7FF97DEE0000
Fuz Ro D'oh.dll	0x7FF980160000
AnimationMotionRevolution.dll	0x7FF9801C0000
Constellations.dll	0x7FF980BA0000
AltTabFix.dll	0x7FF980C20000
BetterJumpingSE.dll	0x7FF980F30000
skse64_1_6_1170.dll	0x7FF981050000
SkyrimUncapper.dll	0x7FF985C80000
AHZmoreHUDInventory.dll	0x7FF985CB0000
CKPE.dll	0x7FF985D60000
nvppex.dll	0x7FF9A0930000
usvfs_x64.dll	0x7FF9A3520000
AlternateConversationCamera.dll	0x7FF9B5220000
WINHTTP.dll	0x7FF9B5270000

bink2w64.dll	0x7FF9B52E0000
nvwgf2umx.dll	0x7FF9C00B0000
OneCoreCommonProxyStub.dll	0x7FF9C6320000
COMCTL32.dll	0x7FF9C80D0000
VCRUNTIME140_1.dll	0x7FF9C8180000
NETAPI32.dll	0x7FF9C9FD0000
mskeyprotect.dll	0x7FF9CA420000
ncryptsslp.dll	0x7FF9CA4D0000
AUDIOSES.DLL	0x7FF9CCA10000
winmmbase.dll	0x7FF9D2220000
webio.dll	0x7FF9D2F20000
MPR.dll	0x7FF9D3450000
inputhost.dll	0x7FF9D4600000
textinputframework.dll	0x7FF9D4760000
Windows.UI.dll	0x7FF9D4860000
nvgpucomp64.dll	0x7FF9D5A30000
NvMessageBus.dll	0x7FF9D80A0000
SAMCLI.DLL	0x7FF9D8400000
Secur32.dll	0x7FF9DA3C0000
DINPUT8.dll	0x7FF9DB340000
steam_api64.dll	0x7FF9DB390000
rasadhlp.dll	0x7FF9DB930000
fwpuclnt.dll	0x7FF9DBBD0000
gdiplus.dll	0x7FF9DF6C0000
OneCoreUAPCommonProxyStub.dll	0x7FF9E1A20000
nvlumdx.dll	0x7FF9E3D70000
WINMM.dll	0x7FF9E40D0000
twinapi.appcore.dll	0x7FF9E5C00000
dbghelp.dll	0x7FF9E5E10000
dbgcore.DLL	0x7FF9E6040000
MMDevApi.dll	0x7FF9E6090000

WindowManagementAPI.dll	0x7FF9E6120000
WINHTTP.DLL	0x7FF9E6430000
MSVCP140_ATOMIC_WAIT.dll	0x7FF9E6550000
d3dx9_42.dll	0x7FF9E6570000
drvstore.dll	0x7FF9E69E0000
cryptnet.dll	0x7FF9E6E20000
WINNSI.DLL	0x7FF9E81A0000
wevtapi.dll	0x7FF9E8530000
VERSION.dll	0x7FF9E85A0000
PROPSYS.dll	0x7FF9E85B0000
wintypes.dll	0x7FF9E8A20000
D3DCOMPILER_47.dll	0x7FF9E8CD0000
d3d11.dll	0x7FF9E9130000
dcomp.dll	0x7FF9E99E0000
CoreUIComponents.dll	0x7FF9E9F60000
CoreMessaging.dll	0x7FF9EA2C0000
dxcore.dll	0x7FF9EA550000
avrt.dll	0x7FF9EA910000
MSIMG32.dll	0x7FF9EAA10000
uxtheme.dll	0x7FF9EAAA0000
resourcepolicyclient.dll	0x7FF9EAB90000
dwmapi.dll	0x7FF9EADB0000
kernel.appcore.dll	0x7FF9EAF90000
windows.storage.dll	0x7FF9EB1A0000
HID.DLL	0x7FF9EB950000
dxgi.dll	0x7FF9EB960000
schannel.DLL	0x7FF9EC030000
rsaenh.dll	0x7FF9EC120000
ntmarta.dll	0x7FF9EC370000
UMPDC.dll	0x7FF9EC4E0000
IPHLPAPI.DLL	0x7FF9EC500000

NETUTILS.DLL	0x7FF9EC540000
DNSAPI.dll	0x7FF9EC550000
POWRPROF.dll	0x7FF9EC670000
MSWSOCK.dll	0x7FF9EC870000
gpapi.dll	0x7FF9EC900000
CRYPTBASE.DLL	0x7FF9ECA90000
CRYPTSP.dll	0x7FF9ECAA0000
Wldp.dll	0x7FF9ECB40000
NTASN1.dll	0x7FF9ECB70000
ncrypt.dll	0x7FF9ECBB0000
msasn1.dll	0x7FF9ECCD0000
devobj.dll	0x7FF9ECEA0000
DPAPI.DLL	0x7FF9ECF00000
SSPICLI.DLL	0x7FF9ECFF0000
profapi.dll	0x7FF9ED040000
bcrypt.dll	0x7FF9ED120000
msvcp_win.dll	0x7FF9ED150000
cfgmgr32.dll	0x7FF9ED1F0000
bcryptPrimitives.dll	0x7FF9ED2C0000
CRYPT32.dll	0x7FF9ED350000
ucrtbase.dll	0x7FF9ED4B0000
KERNELBASE.dll	0x7FF9ED5B0000
gdi32full.dll	0x7FF9ED8B0000
win32u.dll	0x7FF9EDA80000
SHLWAPI.dll	0x7FF9EDB10000
clbcatq.dll	0x7FF9EDC00000
GDI32.dll	0x7FF9EDCB0000
msvcrt.dll	0x7FF9EDCE0000
USER32.dll	0x7FF9EDD80000
ole32.dll	0x7FF9EDF20000
MSCTF.dll	0x7FF9EE0B0000

NSI.dll	0x7FF9EE250000
KERNEL32.DLL	0x7FF9EE260000
combase.dll	0x7FF9EE330000
RPCRT4.dll	0x7FF9EE8B0000
imagehlp.dll	0x7FF9EE9E0000
OLEAUT32.dll	0x7FF9EEA00000
ADVAPI32.dll	0x7FF9EEAE0000
IMM32.DLL	0x7FF9EEBA0000
sechost.dll	0x7FF9EEBD0000
SHELL32.dll	0x7FF9EEC70000
PSAPI.DLL	0x7FF9EF3F0000
SHCORE.dll	0x7FF9EF400000
SETUPAPI.dll	0x7FF9EF4B0000
WS2_32.dll	0x7FF9EF930000
ntdll.dll	0x7FF9EFAD0000

SKSE PLUGINS:

AHZmoreHUDInventory.dll v2.2

AHZmoreHUDPlugin.dll v5.4

AlternateConversationCamera.dll

AltTabFix.dll v1.3.3

AnimationMotionRevolution.dll

BackportedESLSupport.dll

BetterJumpingSE.dll

BugFixesSSE.dll

ConeShoutRuntimeVisuals.dll

Constellations.dll v1.0.2

CrashLogger.dll v1.25

CustomSkills.dll v3.1

DeathDropOverhaul.dll v1.3.6

DismemberingFramework.dll v1.2.3

DovahEnch.dll
ECC_Utils.dll v0.1
EngineFixes.dll v7.0.20
FaceGenFixes.dll v1.0.4
Fuz Ro D'oh.dll v2.5.8.123
imgui-vr-helper.dll v1.8.3
ImmersiveEquipmentDisplays.dll v1.7.4
JContainers64.dll v4.2.13.1
MCMHelper.dll v1.6.2
NextGenDecapitations.dll v1.4.4
OpenAnimationReplacer.dll v3.1.5
po3_CraftingRecipeDistributor.dll v4.1.1.1
po3_KeywordItemDistributor.dll v3.4.0.1
Precision.dll v2.0.4
ScavengerSense.dll
ShoutProgression.dll
skee64.dll
SKSEMenuFramework.dll v3.13
SkyrimUncapper.dll
TrueDirectionalMovement.dll v2.2.7
TrueHUD.dll v1.1.9
valhallaCombat.dll v1
wheeler.dll v1

PLUGINS:

Light: 171 Regular: 126 Total: 297

- [0] Skyrim.esm
- [1] Update.esm
- [2] Dawnguard.esm
- [3] HearthFires.esm
- [4] Dragonborn.esm

- [5] ccasvsse001-almsivi.esm
- [6] ccbgssse001-fish.esm
- [7] cctwbsse001-puzzledungeon.esm
- [8] cceejsse001-hstead.esm
- [9] ccbgssse016-umbra.esm
- [A] ccbgssse031-advcyrus.esm
- [B] ccbgssse067-daedinv.esm
- [C] ccbgssse025-advdsgs.esm
- [D] cceejsse005-cave.esm
- [E] ccafdsse001-dwesanctuary.esm
- [F] unofficial skyrim special edition patch.esp
- [10] EpicRestoration.esm
- [11] Wyrmostooth.esp
- [12] NBIS_II.esm
- [13] Circlets and Masks with all Robes and Hoods.esp
- [14] Immersive Sounds - Compendium.esp
- [15] weapons armor clothing & clutter fixes.esp
- [16] Summermyst - Enchantments of Skyrim.esp
- [17] CollegeOfWinterholdImmersive.esp
- [18] JKs Skyrim.esp
- [19] ct15cc-TundraHomesteadExpanded.esp
- [1A] Civil War Aftermath.esp
- [1B] Odin - Skyrim Magic Overhaul.esp
- [1C] This Is Jorrvaskr.esp
- [1D] Reliquary of Myth.esp
- [1E] Madmen.esp
- [1F] ForcefulTongue.esp
- [20] Nordwar Total Armor Replacer.esp
- [21] OwnCivilWar.esp
- [22] BattleAftermath.esp
- [23] CWB.esp

[24] Wintersun - Faiths of Skyrim.esp
[25] TheChoicelsYours.esp
[26] unbrokenblade.esp
[27] Cloaks.esp
[28] VanillaPlusBosses.esp
[29] WZOblivionArtifacts.esp
[2A] NBIS_II beta 1.0.esp
[2B] ww_AlternateDBEnding.esp
[2C] VanillaPlusFactionBosses.esp
[2D] Destroy the Thieves Guild.esp
[2E] Cyan's Class Mod.esp
[2F] PatronGodsOfSkyrim.esp
[30] BloodOfTheNordSE.esp
[31] Immersive Patrols II.esp
[32] Bosses.esp
[33] DIS_RealisticArmor.esp
[34] RealBossesLight.esp
[35] EnaiRim Amulets.esp
[36] Qale Misc Fixes.esp
[37] Better Harvesting.esp
[38] Echoes of Power Addon.esp
[39] CBTS- Captured By the Thalmor- Southrange Gaol.esp
[3A] Apocalypse - Magic of Skyrim.esp
[3B] Creation Club Boost.esp
[3C] EXP Amulet.esp
[3D] Spellsword.esp
[3E] booBosmer boss.esp
[3F] WispmotherBoss.esp
[40] Rotmulaag.esp
[41] AV1Dragon_Lords.esp
[42] Dremora boss 80 lvl.esp

- [43] Khajit boss.esp
- [44] TimingIsEverything.esp
- [45] Dragons bosses 30 lvl.esp
- [46] ShocksSaltMinesofSkyrim.esp
- [47] boTroll.esp
- [48] Dremora boss (correction).esp
- [49] Skeleton boss.esp
- [4A] SilGahrot.esp
- [4B] EpicRestorationDragonborn.esp
- [4C] EpicRestorationDawnguard.esp
- [4D] SpellswordApocalypse.esp
- [4E] Air Dash.esp
- [4F] ImperialRewards.esp
- [50] FNIS.esp
- [51] RaceMenu.esp
- [52] RaceMenuPlugin.esp
- [53] Carry_on_LevelUp.esp
- [54] Tanning And Smelting Experience.esp
- [55] JaxonzRenamer.esp
- [56] Thoom Sil Gahrot.esp
- [57] FreshlyPicked.esp
- [58] Perk Points at Skill Levels 50-75-100.esp
- [59] 50 more perk points.esp
- [5A] Immersive Speechcraft.esp
- [5B] PrvtlRoyalArmory.esp
- [5C] Advanced Mining.esp
- [5D] AMatterOfTime.esp
- [5E] Morningstar - Minimalistic Addon.esp
- [5F] Dragon Combat Overhaul.esp
- [60] BetterContainerControls.esp
- [61] Cloaks - Dawnguard.esp

[62] WardsFunctionalitiesExtended.esp
[63] VDR_Sustained_Shouted_Wards.esp
[64] SoulBoost.esp
[65] ValhallaCombat.esp
[66] MidAirShouts.esp
[67] SubtleNightEyeBrighter.esp
[68] Odin Slow Fall Whirlwind Sprint.esp
[69] Animated Dragon Wings.esp
[6A] P1FlyingRing.esp
[6B] P1FlyingMDDA_Flying Mod Addon.esp
[6C] moresmelttables.esp
[6D] DovahEnch.esp
[6E] Vale sabre cat boss.esp
[6F] SummonShadowMERCHANT.esp
[70] Visit Tundra House Fix.esp
[71] Qale's CCM addon.esp
[72] WyrnstoothUWR.esp
[73] SimpleRecycling.esp
[74] Cloaks - USSEP Patch.esp
[75] Circlets recipes.esp
[76] Infusion Smithing - Craftable Circlets.esp
[77] NW_Sons_of_Skyrim.esp
[78] Dual Wield Parrying_SKSE.esp
[79] dovahkiinrelax.esp
[7A] Vokrii - Minimalistic Perks of Skyrim.esp
[7B] Evenstar - Minimalistic Standing Stones of Skyrim.esp
[7C] Sacrilege - Minimalistic Vampires of Skyrim.esp
[7D] Alternate Start - Live Another Life.esp
[FE: 0] ccbgssse002-exoticarrows.esl
[FE: 1] ccbgssse003-zombies.esl
[FE: 2] ccbgssse004-ruinsedge.esl

[FE: 3] ccbgssse005-goldbrand.esl
[FE: 4] ccbgssse006-stendarshammer.esl
[FE: 5] ccbgssse007-chrysamere.esl
[FE: 6] ccbgssse010-petdwarvenarmoredmudcrab.esl
[FE: 7] ccbgssse011-hrsarmrelvn.esl
[FE: 8] ccbgssse012-hrsarmrstl.esl
[FE: 9] ccbgssse014-spellpack01.esl
[FE: A] ccbgssse019-staffofsheogorath.esl
[FE: B] ccbgssse020-graycowl.esl
[FE: C] ccbgssse021-lordsmail.esl
[FE: D] ccmtysse001-knightsofthenine.esl
[FE: E] ccqdrsse001-survivalmode.esl
[FE: F] ccqdrsse002-firewood.esl
[FE: 10] ccbgssse018-shadowrend.esl
[FE: 11] ccbgssse035-petnhound.esl
[FE: 12] ccfsvsse001-backpacks.esl
[FE: 13] cceejsse002-tower.esl
[FE: 14] ccedhsse001-norjewel.esl
[FE: 15] ccvsvsse002-pets.esl
[FE: 16] ccbgssse037-curios.esl
[FE: 17] ccbgssse034-mntuni.esl
[FE: 18] ccbgssse045-hasedoki.esl
[FE: 19] ccbgssse008-wraithguard.esl
[FE: 1A] ccbgssse036-petbwolf.esl
[FE: 1B] ccffbsse001-imperialdragon.esl
[FE: 1C] ccmtysse002-ve.esl
[FE: 1D] ccbgssse043-crosselv.esl
[FE: 1E] ccvsvsse001-winter.esl
[FE: 1F] cceejsse003-hollow.esl
[FE: 20] ccbgssse038-bowofshadows.esl
[FE: 21] ccbgssse040-advobgobs.esl

[FE: 22] ccbgssse050-ba_daedric.esl
[FE: 23] ccbgssse052-ba_iron.esl
[FE: 24] ccbgssse054-ba_orcish.esl
[FE: 25] ccbgssse058-ba_steel.esl
[FE: 26] ccbgssse059-ba_dragonplate.esl
[FE: 27] ccbgssse061-ba_dwarven.esl
[FE: 28] ccpewsse002-armsofchaos.esl
[FE: 29] ccbgssse041-netchleather.esl
[FE: 2A] ccedhsse002-splkntset.esl
[FE: 2B] ccbgssse064-ba_elven.esl
[FE: 2C] ccbgssse063-ba_ebony.esl
[FE: 2D] ccbgssse062-ba_dwarvenmail.esl
[FE: 2E] ccbgssse060-ba_dragonscale.esl
[FE: 2F] ccbgssse056-ba_silver.esl
[FE: 30] ccbgssse055-ba_orcishscaled.esl
[FE: 31] ccbgssse053-ba_leather.esl
[FE: 32] ccbgssse051-ba_daedricmail.esl
[FE: 33] ccbgssse057-ba_stalhrim.esl
[FE: 34] ccbgssse066-staves.esl
[FE: 35] ccbgssse068-bloodfall.esl
[FE: 36] ccbgssse069-contest.esl
[FE: 37] ccvsvsse003-necroarts.esl
[FE: 38] ccvsvsse004-beafarmer.esl
[FE: 39] ccffbsse002-crossbowpack.esl
[FE: 3A] ccbgssse013-dawnfang.esl
[FE: 3B] ccrmssse001-necrohouse.esl
[FE: 3C] ccedhsse003-redguard.esl
[FE: 3D] cceejsse004-hall.esl
[FE: 3E] cckrtsse001_altar.esl
[FE: 3F] cccbhsse001-gaunt.esl
[FE: 40] _ResourcePack.esl

[FE: 41] AHZmoreHUD.esl
[FE: 42] Morningstar - Minimalistic Races of Skyrim.esl
[FE: 43] TrueHUD.esl
[FE: 44] Dismembering Framework.esm
[FE: 45] EchoesOfPower-ExpandedShouts.esl
[FE: 46] AHZmoreHUDInventory.esl
[FE: 47] SkyUI_SE.esp
[FE: 48] Hold Border Guards Anniversary.esp
[FE: 49] Stormcrown.esp
[FE: 4A] At Your Own Pace - Companions.esp
[FE: 4B] Reinforced Civil War Camps.esp
[FE: 4C] ConstellationsNewSkills.esp
[FE: 4D] SkyrimRevoiced Skypatcher.esp
[FE: 4E] JKs Skyrim - Rob's Bug Fixes.esp
[FE: 4F] DragonsUseThuum.esp
[FE: 50] Thoom.esp
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